

## THE PRESIDENT'S PAGE

ATARI 8-bit SIG  
by Edward J. Wharton

Our Atari programming class started promptly at 10:00 a.m. The topic was Turbo Basic XL, and the special features of this language. The Turbo Basic disk includes the interpreter, compiler, and the "run time package". Jay Freedman showed how to use the disk and each of these files.

The interpreter can load, and run almost all Atari BASIC programs with no modifications, and run them three times faster!! Your programs need some work before the compiler can do it's job. There are more "key words" in Turbo Basic that can cause trouble and machine language subroutines do not compile properly. The run-time-package is needed to run the compiled programs.

For next months class, Jay will talk about the added commands available in Turbo Basic XL. I hope everyone will make an effort to be there.

The main Atari SIG meeting got off to a fine start. We talked about up-coming events and had our "New and Improved" raffle.

We got a new version of DOS 2.5, oddly enough called DOS 2.5+. There are some minor enhancements. With this version, filenames can be in upper or lower case, and the underline "\_" character can be used. Example: "My\_file.bas" is a perfectly good filename. Some of the other improvements are in memory management. There are three RAMDISK.COM files on the disk. One for the 128K Atari 130XE and an other for the 64K Atari 800XL/65XE. The last (and I think the best) is for owners of 128K computers with Happy drives. It features fast read and write, a 64K RAMDISK (as DB:), and as an extra, if you have a favorite character set, rename it FONT.SYS and it will be loaded when the ramdisk is set up.

Eric Zwirnmann showed off the new disks that have been added to our public domain library. Machine Language Games #9 and #10 are now available, as well as Education disks #5 and #6. Eric demoed some of the programs from each of these.

Remember the elections are coming up!! It's time to think about who you want to run the group next year. Your input is always needed.

## FLASH VERSION 1.5

Review by Ed Wharton

This disk is available from the Antic Publishing, Inc., from The Catalog. The price is \$29.95.

If you are a Flash user, then you know that it's the best telecommunications package for the Atari ST computer. After getting the November 1987 issue of Antic Magazine and seeing that an upgrade was available I sent for it right away.

On the surface Flash 1.5 looks the same, but there are some new items added to the menus and commands. Word Wrap and Search/Replace have been added to the capture buffer to make it more useful as a word processor. Calling Search/Replace from the menu bar will bring up a dialog box, asking for the string to search for and the string to replace it with, this is done from the cursor to the end of the text. Word Wrap can be used to format the text in the capture buffer to fit the number of columns (up to 90) on screen. Place the cursor in the paragraph that needs to be reformatted and press the "F10" key.

Ymodem Batch has also been added to this version of Flash. Although this is not available on any menu. To download with Ymodem Batch, the BBS you are calling must support Ymodem Batch downloads. After selecting the files you want from the BBS's menu, press the "insert" key. At the command line type "DL YB" and seat back, the computer will do everything including getting the filenames from the BBS you are calling.

Flash 1.5 also supports CompuServe's B-Protocol. To use this you must be in Vidtex mode. B-Protocol is almost automatic. CompuServe recognizes that you have a vidtex compatible terminal with B-Protocol and defaults to using it for all file transfers.

I have had some little problems with the new Flash. I can not get the program to use the redial no matter how many time I try to use it. And sometime the Flash does not want to pay any attention to the mouse buttons.

There is supposed to be a version 2.0 coming out later. I hope that Ymodem will be added to the menu bar, and the redial works.



MY ST HIT LIST

by John J Walton Jr

The criteria I used in making my list varied between the different titles. Some I liked for the graphics, others for the playability, etc., etc. I would like you to submit to me your list and reasons behind them and I will make up an expanded list with comments on the titles listed.

My list of 10 hit games is really not listed in order of how I like them, just which 10 I liked the best.

GAMES

- |                      |                          |
|----------------------|--------------------------|
| 1) Barbarian         | 2) Micro League Baseball |
| 3) Gridiron Football | 4) Time Bandits          |
| 5) Gauntlet          | 6) 10th Frame            |
| 7) Wheel of Fortune  | 8) Chessmaster 2000      |
| 9) Star Raiders      | 10) Joust                |

UTILITIES

- |                       |                      |
|-----------------------|----------------------|
| 1) Picswitch          | 2) Intersect Ramdisk |
| 3) Arc(with Gem menu) | 4) Tiny              |
| 5) Printer Controller |                      |

APPLICATION PROGRAMS

- |                           |                 |
|---------------------------|-----------------|
| 1) Flash                  | 2) Word Writer  |
| 3) Data Manager           | 4) Time Link    |
| 5) Swift Calc             | 6) Print Master |
| 7) GFA Basic and Compiler |                 |



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BARBARIAN

Review by John J Walton Jr

Do you like Conan movies and things of the Fantasy world? Then you'll want to get this ST game called BARBARIAN. Even if you don't like these things, you still might want to add this game to your collection.

The graphics in BARBARIAN are outstanding!!

When you play this game, you really feel like you are in the underground world of Durgan, where you must seek out and destroy the crystal which is the source of evil power. Once you have done that, you must get back to the surface before the volcano blows up (along with you).

There are all types of creatures (human types and non-human) to fight along the way, including dragons. These creatures can not be all killed in the same way. This keeps the game from becoming boring. Some things you must run up to and attack(hint), while others kill you if you try this tactic. There are also traps that must be avoided while playing the game. For example, the tactic you used in one part of the game to avoid a falling object won't work somewhere else(hint).

You can use mouse, joystick or keyboard controls in the game. I prefer the mouse. There are two screens of controls for your warrior. One has all your movement and fighting commands, the other has a display of your lives, time it is taking to get through the underworld (this accumulated time also counts as the time you have to get out once you destroy the crystal) and commands to get and use objects.

Fighting is fairly simple. You click on the attack or defend button and the fighter decides to thrust, chop, swing or whatever move he feels is appropriate at the moment. The real challenge of this game is to figure out how to defeat or avoid (another hint) the obstacles in your way. You just can't step up to a monster and swing away.

The sound is very nice too. It sounds like it is digitized and you are not constantly bombarded with noise. There are grunts and groans, death screams and monster voices and more. It adds a nice touch to the game.

This is a one player game. Even though I have only completed 41 percent of it, I'm looking forward to a sequel with a new world to figure out.

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**GAUNTLET**

Review by John J Walton Jr

This ST game is an adaptation of an arcade hit, or so I am told by some people who go to the arcades to play games. I have played this computerized version of the arcade game only a few times. However, it was not enough for me to learn the game in depth.

Graphically, the game is very good and seems to resemble the arcade version well, or, as well as I can remember it. The areas you pass through are done very well. The monsters and characters that you play and fight against are nicely done too. I seem to think the characters from the arcade version were a little nicer than the computer version but that could be because the screen was a little bigger in the arcade. At least, there was more detail to see. To illustrate my point, see the game BARBARIAN with its bigger characters compared to GAUNTLET.

The movement was very fluid when going up, down or sideways, but got a little choppy when going diagonally. Movement also slowed down a little when there were a bunch of monsters on the screen attacking at one time.

The thing I really like about GAUNTLET is the fact that you can team up with another player to get through it. You can choose from a Warrior, Wizard, Elf and Valkyrie. These each have there advantages and disadvantages to playing. Once you pick out who you want, you can begin to play. There are no split screens so that you can each take a different path. You can only get as far away from each other as the screen permits. My seven year old son really likes this game because now he and his dad can be on the same side fighting the "baddies" instead of each other. We work as a team trying to protect one another, giving food and drink to the one who needs it the most and splitting up the loot that is in the Dungeon. It is much more difficult playing the game by yourself than with someone, and it isn't as enjoyable by yourself either.

The sound is also good. Your ears aren't abused with constant noise until you get these little things throwing rocks over walls at you.

I am interested in another person's comments on this game. It probably should be someone who has played the game alot. I would like to see how they viewed the game.

**NEW FROM I.C.D.!!!!!!**

SpartaDOS tool kit -- an incredible collection of new unreleased utilities written for ALL SpartaDOS versions. The tool kit is a must for any serious SpartaDOS user.

Some included tools are:

1. RENDIR.COM - rename subdirectories.
2. VDELETE.COM - verify delete (prompts you to delete a file or not).
3. WHEREIS.COM - find a filename (full or partial) anywhere on the disk.
4. MIOCFG.COM - save and reload MIO configurations on floppies.
5. SORTDIR.COM - sort directories many ways... fast and safe to use.
6. DISKRX.COM - the SpartaDOS disk editor... edit sectors, trace files or sector maps in any density, rebuild directories, etc.
7. DOSMENU.COM - a SpartaDOS menu for Atari DOS 2.x lovers.

The tool kit requires SpartaDOS and sells for \$29.95.

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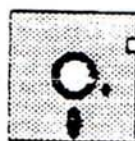
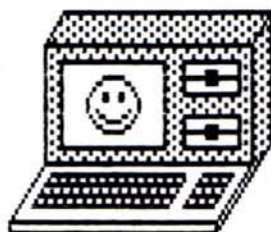
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## WHAT'S NEW IN THE LIBRARY

by Eric Zwirnmann

If Sears, Clover, and Best can do it this early, so can I... MERRY CHRISTMAS!!!

As an early Christmas present to all in the user's group, I have the following disk available.

From SEATTLE, WA (S.P.A.C.E. Atari User's Group)

### \*\*\* CAD 3D

A very good P.D. computer aided design program. This program is complete with documentation. Unfortunately it only dumps pictures to an OKI-Mate 10 printer. However, it is still a good program.

### \*\*\* FINANCIAL AID

This program calculates your "savings". The program is easy to use, just answer the menus. The program emulates an 80 column screen, which makes a little difficult to read.

NOTE 1: XL/XE user's must use a translator before running the program (this disk is available from the library.)

NOTE 2: when the program boots up (with BASIC) you must type --> RUN"D:FINAID" to run the main program.

### \*\*\* GEOGRAPHY QUIZ

Simply put the cursor on top of the city the computer selects. What could be easier than that? Does anyone know where Aberdeen, England is on the map!?

From VIRGINIA (N.O.V. Atari User's Group)

### \*\*\* SKI KING

This is one of the best P.D. games I've seen in a while. Using a joystick you must maneuver your skier around trees, jump over barrels, go through racing flags, and avoid rabbits! The game also comes with an editor which allows you to make your own courses.

### \*\*\* TEST ADVENTURES

This disk includes 4 BASIC text adventures: TITANIC, WEREWOLF, TREASURE, and LIVINGSTON.

From P.A.C.S. !!!!!

### \*\*\*\* GRAPHICS DISK #7.0 AND #8.0

This disk includes some interesting demos which show the true capabilities of the 8-bit Atari. On Graphics disk #7 there is a demo called DEMO130.XE this will only work on a 128k 130xe computer.

Both disk boot without BASIC.

### \*\*\*\* UTILITIES DISK #19.0 AND #20.0

These disks are mostly made up of printer utilities.

POSTER MAKER - takes a Koala picture and prints a "poster size" picture to your printer. This program does not require a graphics printer.

BANNER MAKER - creates a horizontal or vertical banner on your printer. This also does not require a graphics printer.

SEVERAL DISK LABELERS - all of which have there own style of printing, one even prints up a 5 1/4" disk jacket.

### \*\*\* PACS EDUCATION DISK #7.0 AND #8.0

The harder programs on these disks have built in documentation. Some of the better programs are:

PAK JANA - program a cartoon man to do different things.

WORD SEARCH - enter a puzzle size and a word list. The computer does the rest on your printer:

1. prints a word search puzzle.
2. the list of words in the puzzle.
3. (optional) a solution to the puzzle.

FLASH SPELL - enter a list of words and then you are tested on spelling the words. The program even Loads & Saves the word lists to disk. For best results, I suggest putting this program on a separate disk so that you have more room for your spelling list files.

That's all for this month, I'll try to demonstrate as many programs as I can at the meeting.

# THE PACENET NEEDS YOUR HELP!!



# WE NEED YOUR ARTICLES!!